Dretch

Small Fiend, Chaotic Evil

AC 11 (natural armor)

Initiative +0

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HP 18 (4d6 + 4)

Speed 20 ft., swim 10 ft., climb 10 ft., crawl 10 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	12 (+1)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)
Save	+1	+0	+1	-3	-1	-4

Resistances Cold, Fire, Lightning

Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 9, darkvision 60 ft.

Languages Abyssal; telepathy 60 ft. (works only with creatures that understand Abyssal)

CR 1/4 (50 XP)

Actions

Fetid Cloud. Constitution Saving Throw: DC 11, each creature in a 10-foot Emanation originating from the dretch. Failure: The target has the Poisoned condition until the end of its next turn. While Poisoned, the creature can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.

Rend. Melee Attack Roll: +3, reach 5 ft. 4 (1d6 + 1) Slashing damage.